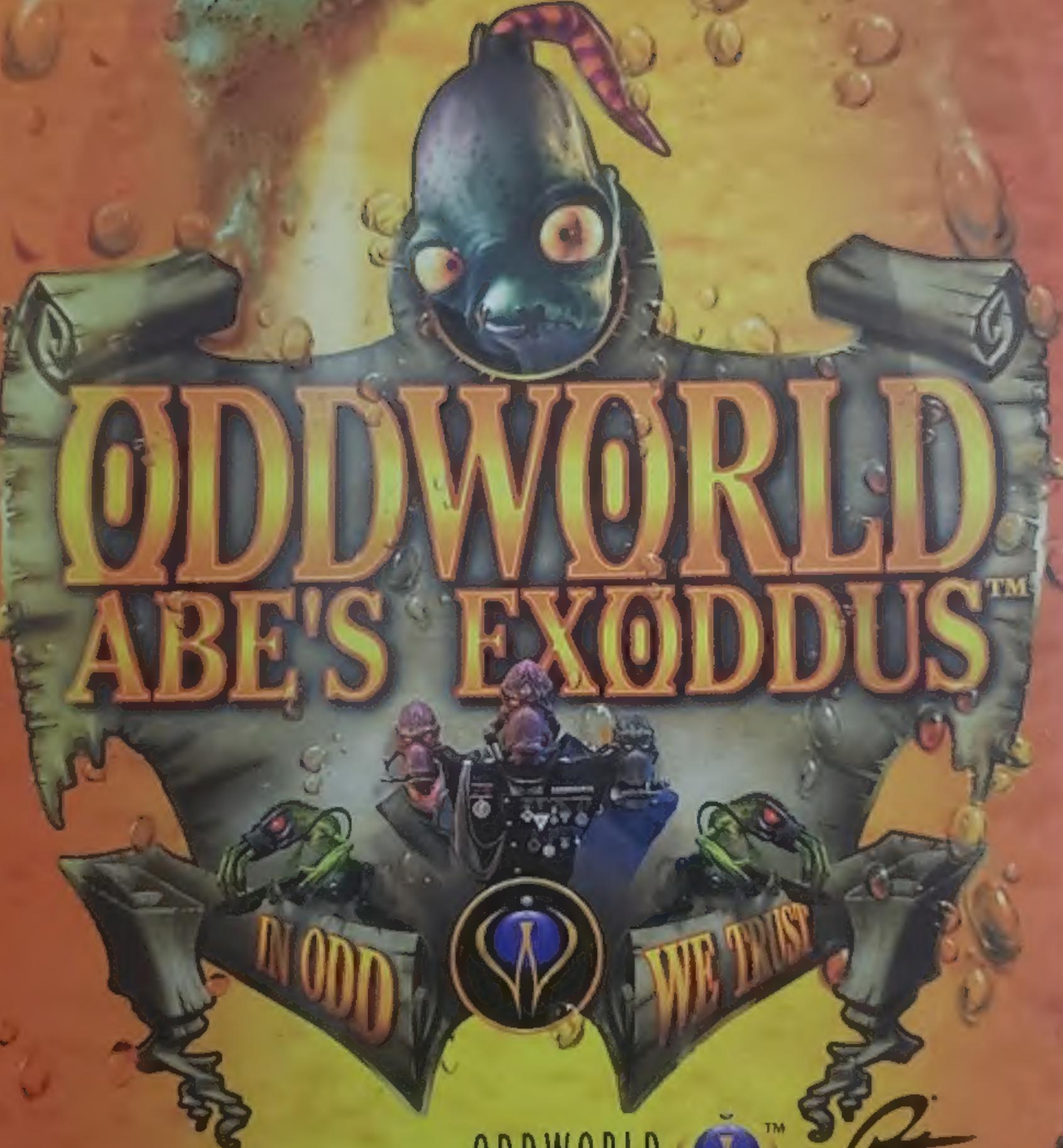




NTSC U/C

PlayStation

ODDWORLD ABE'S EXODDUS™



ODDWORLD
INHABITANTS™



G GT Interactive
Software



SLUS-00710/00731
04-16015

WARNING READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Handling your PlayStation® Disc

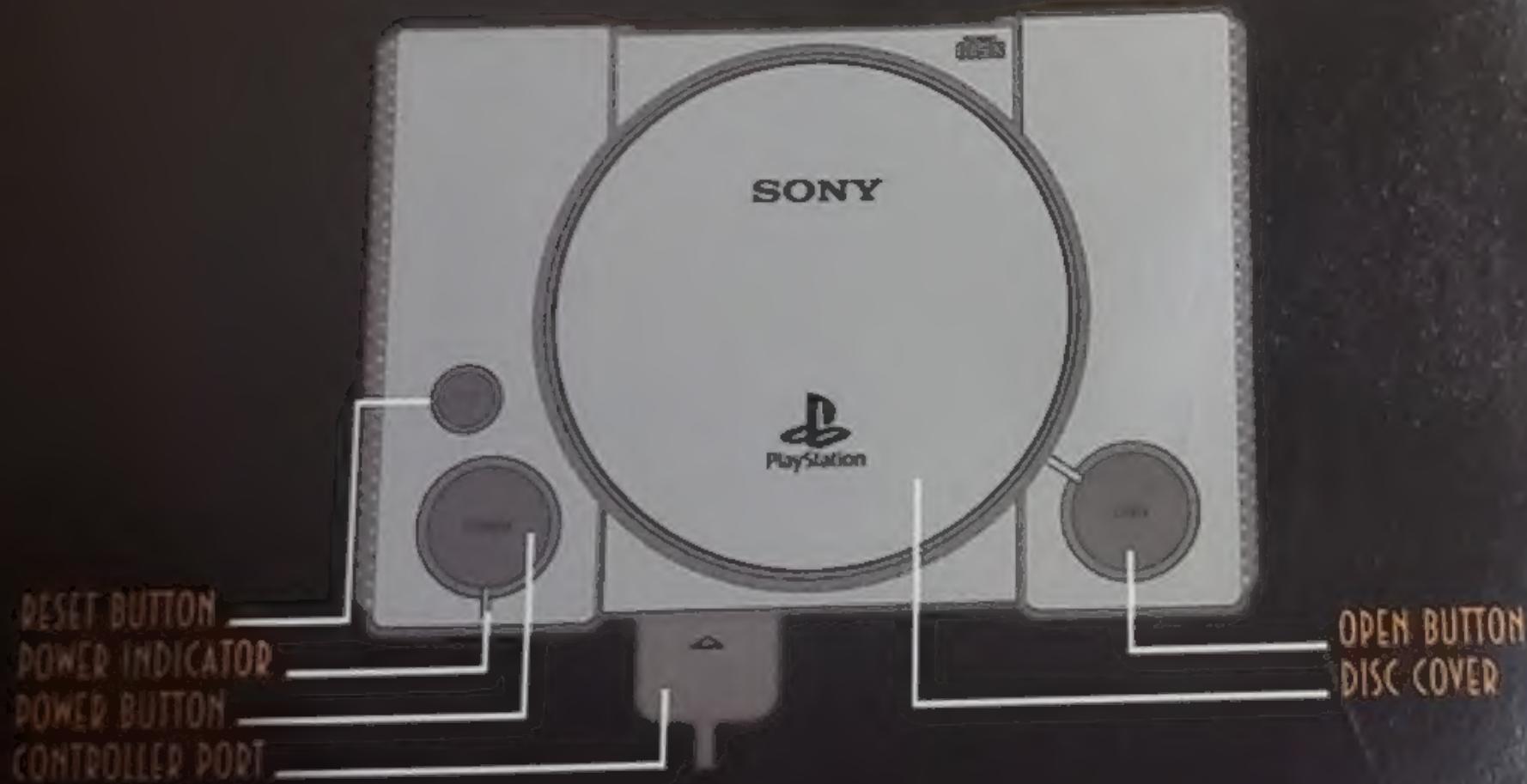
- This compact disc is intended for use with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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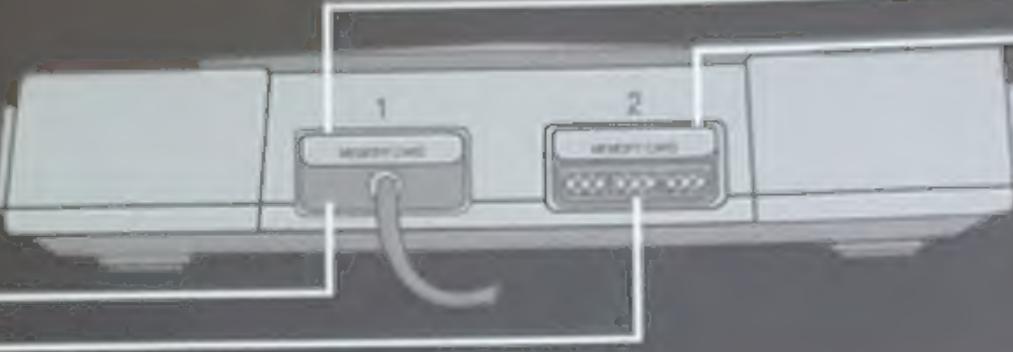
START-UP INFORMATION

Set up your PlayStation game console according to its instructions.
Insert Disc #1 of *Oddworld: Abe's Exoddus* disc and close the CD door.
Insert game controllers and turn on the PlayStation game console.
Follow on-screen instructions to begin the game.



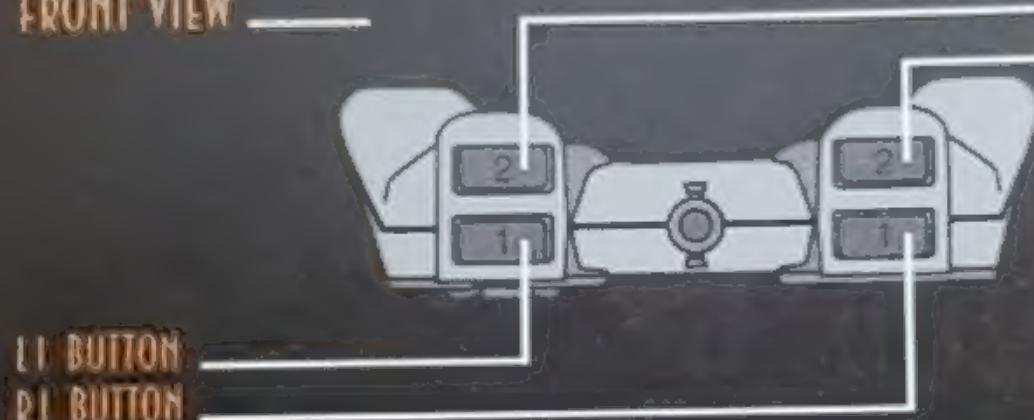
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

FRONT VIEW



CONTROLLER PORT 1
CONTROLLER PORT 2

FRONT VIEW



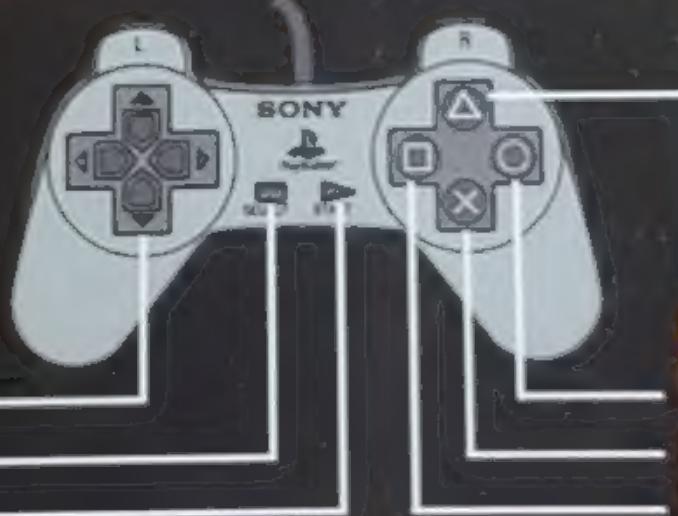
L1 BUTTON
R1 BUTTON

L2 BUTTON
R2 BUTTON



TOP VIEW

DIRECTIONAL BUTTONS
SELECT BUTTONS
START BUTTON



▲ BUTTON
● BUTTON
× BUTTON
■ BUTTON

CONTROLLER

ACTIONS

R1 + ← →
R2 + ← →
△ + ↑ ↓
○ + ⚡
↓ ⚡
□ ↑

RUN
SNEAK
JUMP
THROW
CROUCH
ACTION
HOIST

FLY

MORE



INFORMATION

GAME SPEAK

[L1] + [L2]

CHANT

[L1] + [△] HELLO

[L1] + [○] WORK

[L1] + [×] WAIT

[L1] + [□] FOLLOW ME

[L2] + [△] ALL YA

[L2] + [○] SYMPATHY

[L2] + [×] ANGER

[L2] + [□] STOP IT!

MORE

GLUKKONSPEAK

L1 + △ HEY!
L1 + ○ DO IT!
L1 + ✕ STAY HERE
L1 + □ COMHERE

L2 + △ ALL O'YA
L2 + ○ HELP!
L2 + ✕ KILL 'IM!
L2 + □ LAUGH

MORE

HOLD
AND PR
△ HEY
○ DO IT
✖ STAY
HERE
□ COM

HOLD L1
AND PRESS...

HEY

DO IT!
STAY
HERE!
COMERE

HOLD L2
AND PRESS...

ALLO'YA

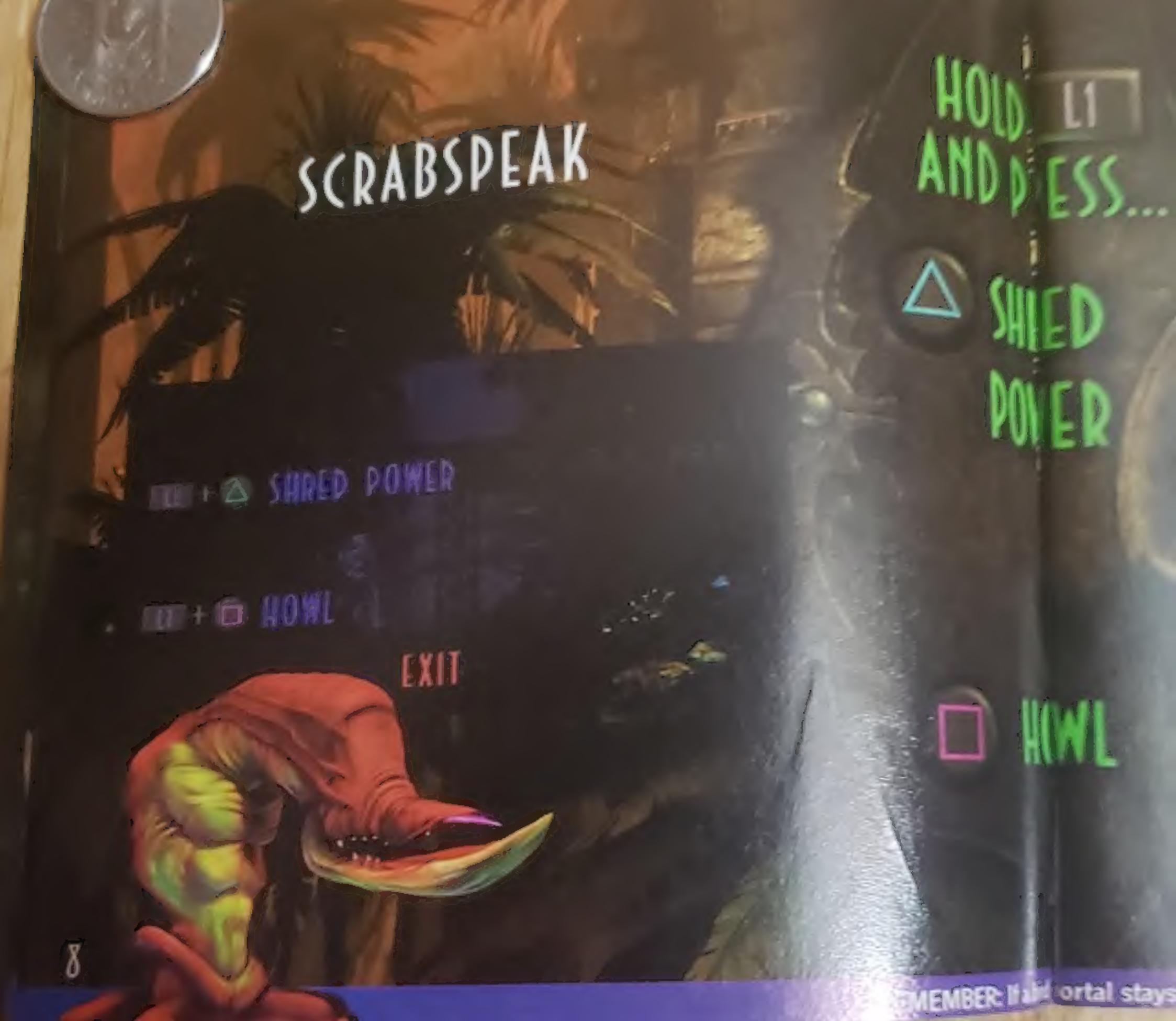
HELP!

KILL'EM!

LAUGH

EXIT

see a number floating in a bird portal, rescue that many Mudokons ALL AT ONCE to gain the Shrykull power-up.



SCRABSPEAK

SHRED POWER

HOWL

EXIT

8

(HOLD L1
ADDRESS...)



SHRED
POWER



HOWL

MEMBER: Mortal stays

HOLD
AND DRESS

SHED
POWER

HCU



REMEMBER: the door will only open after Abe stops chanting. Abe can only be stopped when he is in the dark.

STIGSPEAK

HOOD UP
AND PESS

A H

O ERIC

GTH

IDE
BY

U + Δ BS
O LOOK OUT
U + X SHO BS
U + E LAUGH

MORE

SH

DO

Hold it
and press

Hi

Free

Gift

Hee
bo

100%

Hold it
and press

BS

Look
out

Smob

Laugh

PARASITES BREAK



W + △ ALL A WIL

W + X ATTACK

W + Y SPIN

W + Z SPIN

W + A SPIN

W + S SPIN

W + D SPIN

W + F SPIN

W + G SPIN

HOUDINI
AND POKER

△ HOLD

DO IT

SAY

CON

HOLD
AND DRESS

!OW!

DOOR

STAY
ON

ON

EXIT

HOLD
AND DRESS

REINFORCE

ATTACK

IN THE BEGINNING...

If you see

some fancy movies followed by Abe's head
saying "Hello," you've passed the test and loaded the game.
From this screen you have all sorts of options.

If you want to dive straight into the game, select "Begin." You'll be offered
the choice of a one or two player game. The two-player game will work
unless you have two controllers.

"GameSpeak" introduces you to Abe's critical speech abilities. It's cool to
watch his face when you make him talk. Check it out. Several
others besides Abe can talk, too, and you can check them out here.

...and the power of a
ghost trap is...!

...and traps will be
placed at random over the floor.
To avoid being hit, you must jump
over the traps. The only
way to do this is to use the
invisibility power-up.

When this is done,

...this is when the power-up will be
activated. At this time,
bring you up to the top of the
power-up.

LOADING

the Mudokons. For

the Mudokons. For
the Mudokons. For
the Mudokons. For
the Mudokons. For
the Mudokons. For
the Mudokons. For

If you're in a hurry,
nothing less than
Quicksave

SAVING

happens, choose

the Mudokons. For
the Mudokons. For

Remember: Quicksave is fast
but use the regular save
to save it for all time.

but that was before
he fell on his head,
and had a vision.
Three restless ghosts
let Abe in on
a shocking secret.

RuptureFarms was
slaughterhouses the
exploit the Mudokons
SoulStorm Brewery.
SoulStorm Brew™ is the
of dead Mudokons in
ancient Mudokon city of

FRUSTRATION

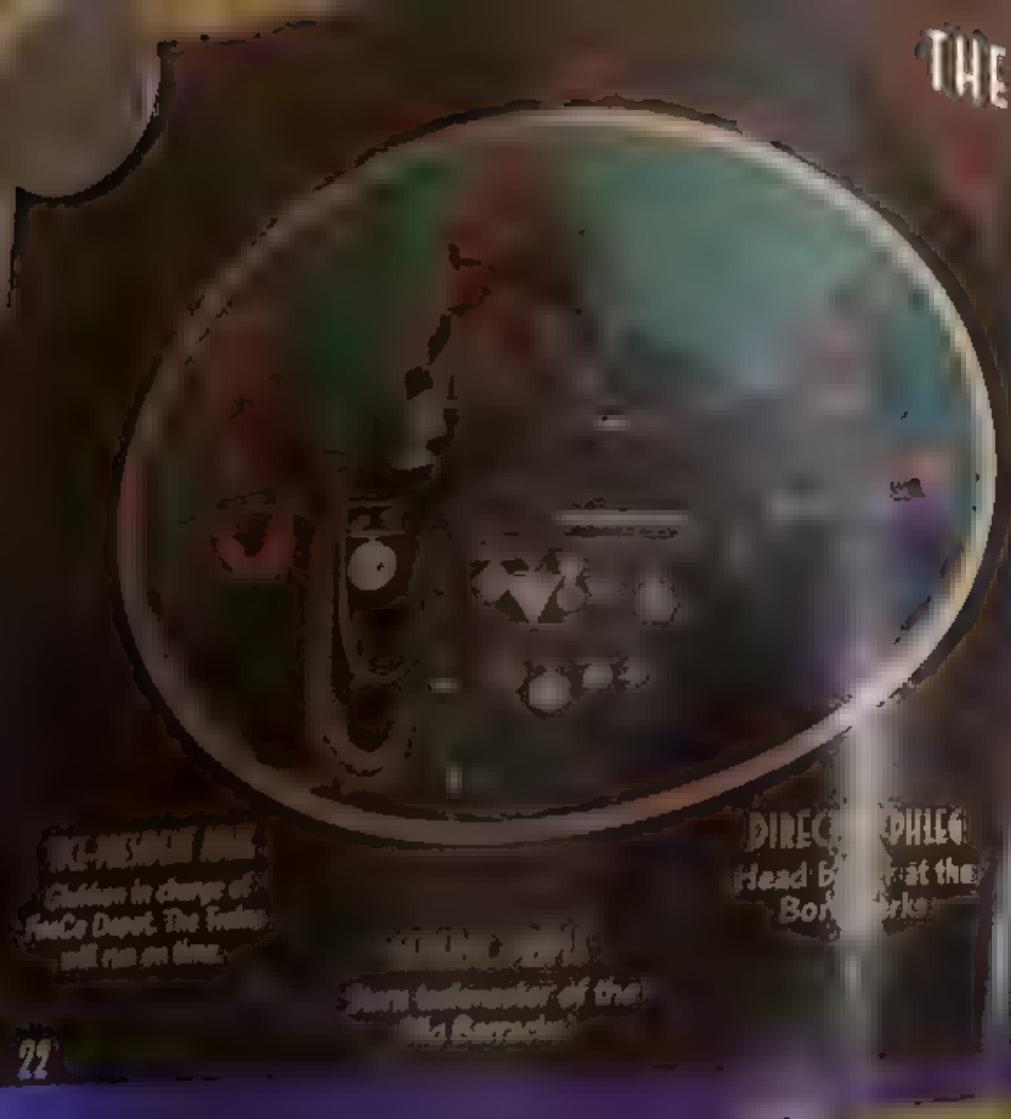
—THEORY

Keep them away from
SoulStorm Base. I'm sorry, but
you see they'll just get in the
way. I'm afraid you're going to have
to find out for yourself. And how do you plan to do that?

STRATEGIES Possessed Slig beat a Mudokon by standing next to your victim and pressing X.

What happens after that is up to you, however, but if you think you're going to get off with just blowing up the Mill, you haven't been paying attention. Mollieh train rides, bone-processing factories, a whole barracks full of Skys, and SoulStorm Brewery itself are in your future. There won't be a dry eye in the house when you discover the secret ingredient of SoulStorm Brew. And oh yeah, it wouldn't be a bad idea to rescue any other Mudokons you find along the way. Never know when it will come in handy to have a bunch of escaped Mudokons to call on. I sure bailed your fat out of the fire when Molluck had you hanging over the meat grinders back in RuptureFarms, but that's ancient history.

THE CAST



Mr. Potato Head
Children in charge of
Toys Co. Depot. The Toymen
will run on time.

Storybook of the
Mr. Potato Head

DIRECTOR
Head Boy

PHILCO
at the
factory

ABE
Equal parts hero,
goolie, and knucklehead



Are you ready?

THE CAST



MUDOKONS

Robbed of their proud and ancient legacy by profit-crazy Glukkons, the Mudokons are the slave labor force of the Magog Cartel. In a masterpiece of corporate efficiency, Mudokons that are worked to death can still serve the Cartel by offering up their bones for SoulStorm Brew. You'll find 'em wherever the Magog Cartel needs a cheap labor force. They're an emotional bunch of guys. Look out if they start fighting!



103

Gun-crabs...
they've got
pants on...



SCRABS

Nothing is tougher than a Scrab...
except, maybe, another Scrab.



THE CAST

SLUGS

The lowest form of Oddworld life, subsisting on the offal of Fleaches. May still be living.

FLEACHES

Starting life as happy Glukkon pets, these vicious little worms rapidly grow too big to cuddle, and are eliminated by flushing them down the toilet. Whole colonies infest Oddworld's underworld.

SHIMMIES

Hair-Mudokon, half-God, all trouble. Abe changes into this guy when he acquires enough Mudokon through special portals. How did Abe learn to turn into this thing? You weren't here for the last game, were you?

WING-SLIGS

The second Slig by boy.

SLOGS

They bark, eat the flesh, are definitely not good with children, but they're a Slig's best friend.

SLOGGIES

Cuter than their grown-up cousins, but just as vicious.

CRITTERS

Oddworld's most mischievous inhabitants. They've made right! Glukkon's your friend when these guys are around. P.S. Don't let them eat your Slig.

CRITICAL HERO

ABE'S MOYES

100

100

100

100

SYMPATHY
©

COL

COL

COL

20

and it's extremely accurate. Blue blue gear. Nothing bad will happen to you as the first couple seconds of the game. So take a couple minutes to play with the controls and learn all the things Alice can do. **DRIVE CAR:** To enter the police car, stand in front of it and press **↑**. To make Alice stop, or to make it drop from a track (and then return to below it... that's a hint, buddy), press **□**. **DRIVE:** Alice can fast at any time by pressing **X**. You can use this to annoy mechanics (making them take a single step away from you... that's **SO OTHER** nice, by the way). You can also press **fast** and do many things after drinking from a **coffee machine**.

116. FLYING T-62 MIG-21

You can power up the T-62 and the Mig-21 to fly them. To do this, you must be in the cockpit of the plane. Fly them around the world with **↑** and **↓** and then **→** and **←**.

WHITE BOARD:
Many of this game's
importance get
LED messages
on how to perform

GAMESPEAK

HOLD IN HEDDLES

△ HELLO

S. H. DIX

100

You don't have to run, jump, roll, and fly around like a bird. You can talk. Even if you don't talk, you'll have to learn how to make the talk if you want to play the game.

The "Compu-Point" option available from the start-up screen is another great place to learn about Mac's amazing speech abilities.

Here's a diagram of Mac's GameSpeak™, in case you need it.

In the middle of a game

GameSpeak™ Hints: You can talk to just about anything, but Slugs and other Mudokongs will be most receptive.

HOLD AND DRESS.

卷之三

SUPERHERO

ANGER

STOP IT!

• **Slugs** can eat a lot of plants.
• **Glukonakosha** is a company that makes a product called **Experiment** that can help control slugs.

EMOTIONS

The Mudokons aren't just targets, you know (although they are fun to shoot). They're real creatures with emotions of their own. In your travels, you'll run into plenty of moody Mudokons.



ANGRY MUDOKONS won't listen to you, unless you tell them you're sorry. They'll sometimes take a swing at you, so be careful.



WIRED MUDOKONS are all hopped up and out of control. They're usually strung out on laughing gas. You'll have to slap some sense into them before they'll listen to you.



DEPRESSED MUDOKONS are so upset about living in slavery that they'll scarcely acknowledge Abe is even there. One good shock can push them over the edge into suicide, so show them some sympathy when you meet them.

SICK MUDOKONS are drunk from SoulStorm Brew. You'll need to find a helper Mudokon to give you a healing ring before sick Mudokons can recover.

BLIND MUDOKONS can't see, on top of everything else, so they need some special care when you talk to them. Mostly you'll need to tell them to "wait!" or they'll just walk right off ledges and into walls— which is kind of amusing the first twenty times you see it. Especially if there are mines or saws around. Or death traps. Or electrical walls... they'll go out.



www.orientalbistro.com

the new game, which will pull together by 2010, the original game and its unpatched continuation that Macca has been working on with help from his fellow Mediekeren Macca (known to GameSpectre with great admiration for his positive attitude towards the game). Macca has also been working on a new game, which will be released in 2011.

186 *Journal of Health Politics, Policy and Law*

Monoprop. 25.4% 6

www.english-test.net

and Anthony Loewy

19. *Leucosia* *leucostoma* (Fabricius) (Fig. 19)

Sudoku

Visible displays throughout the game
will let you know what Mudokon you've
caught, and how many are still out there.
Be thorough in your investigation, because once
you've zeroed in on an area, any Mudokon left behind are permanent by

For the ultimate challenge, try to reach 1000 Mudokons. You'll get awarded with 1000 Mudokons. There is no truth to the rumors that the Mudokons are the best players in the game. I mean, all the Mudokons I've met are really nice people. What kind of sick people would think that? I mean, I would like to meet the Mudokons. No way. Nope.

THE SOUL STORM
delivers a
mean hit. Hit
from a SoulStorm!™ Dispenser
machine. Get
the facts at severalfx.com
or visit the Cool Depot.
It's a blast to the past.

www.rajdhani-airlines.com

BIGSUR **ISEP** **journey** 

which are in hand.

Want someone to stop asking?

REMEM



NECROBON MINES

It's not enough for the Glukkers to slaughter Mudakongs for food; they gotta mine the bones of dead Mudakongs for Brew, too!



ENVIRONMENTS





40

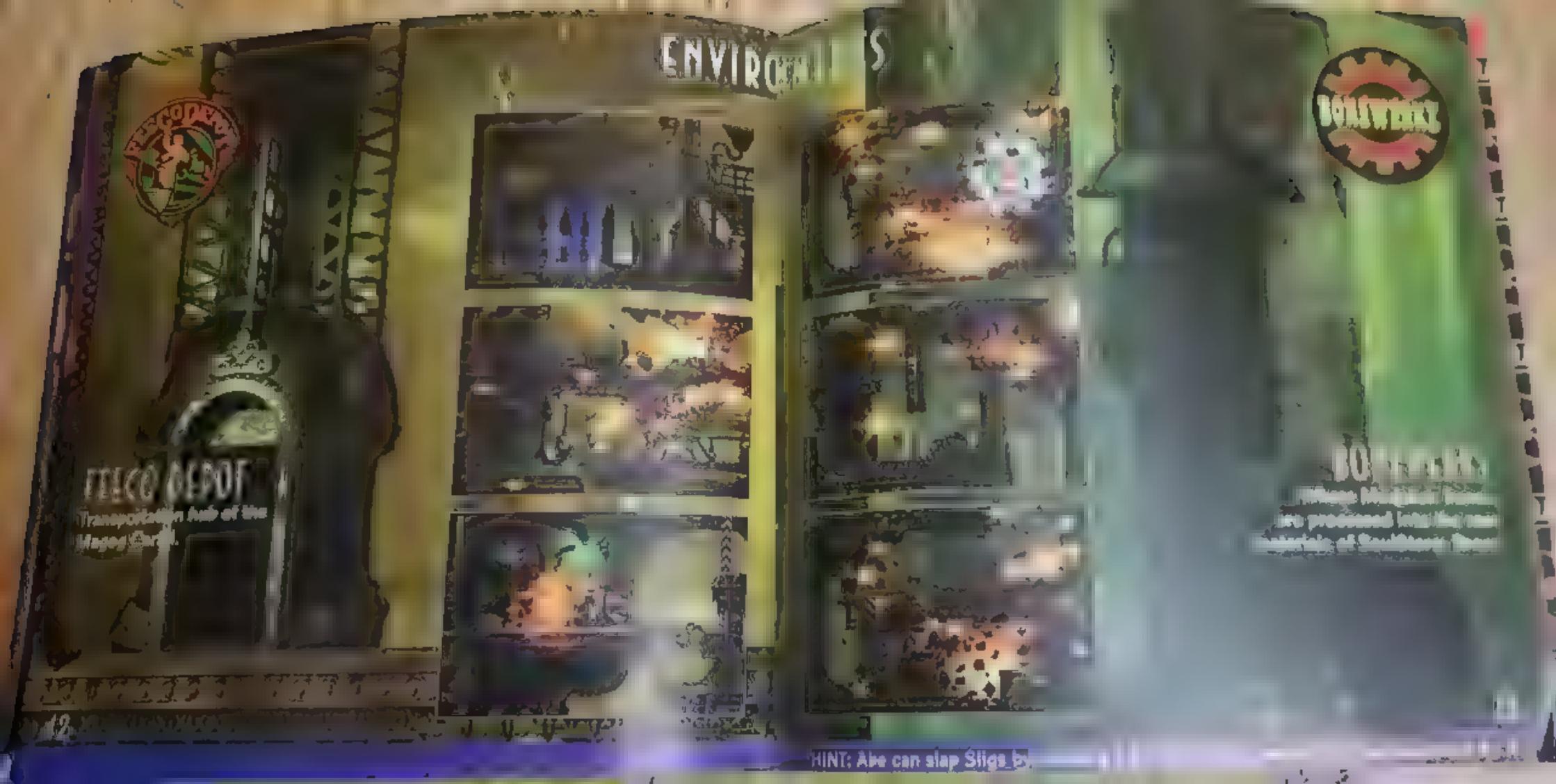
MUNDANCHEE VAULTS

Part of Museum of Curiosities
by wild Scrubs

ENVIRONMENTS

MUDOMO VAULTS

white mother part
infused with Dewberry





806 BARRACKS

Where do you think all
these Signs come from?

MUDOKON

MUDOKON

...and angry Mudokons will...

ABE'S GUIDE TO ODDWORLD

MOTION DETECTOR
Stand still when
these touch you

TRAP DOOR
Use these for special places
and to open hard doors

FLASH
Use when it's green

TRAP DOOR
Look out because

TRAP DOOR
Look out because

TRAP DOOR
Animals wants to
open these doors

TRAP DOOR
Animals want to
open this door

WELL
Jump into
these

THE ODDWORLD QUINTOLOGY

Oddworld: Abe's Exoddus is the first "bonus game" in a five part game series from Oddworld Inhabitants called "The Oddworld Quintology." Each part of the Quintology will have one or more bonus games. The first game in the Quintology, Oddworld: Abe's Oddysee, introduced Abe and his friends, and was the inspiration for this bonus game. Oddworld is big — very big — and Abe's Exoddus is just a brief glimpse of the strange and exciting depths of THE ODD!

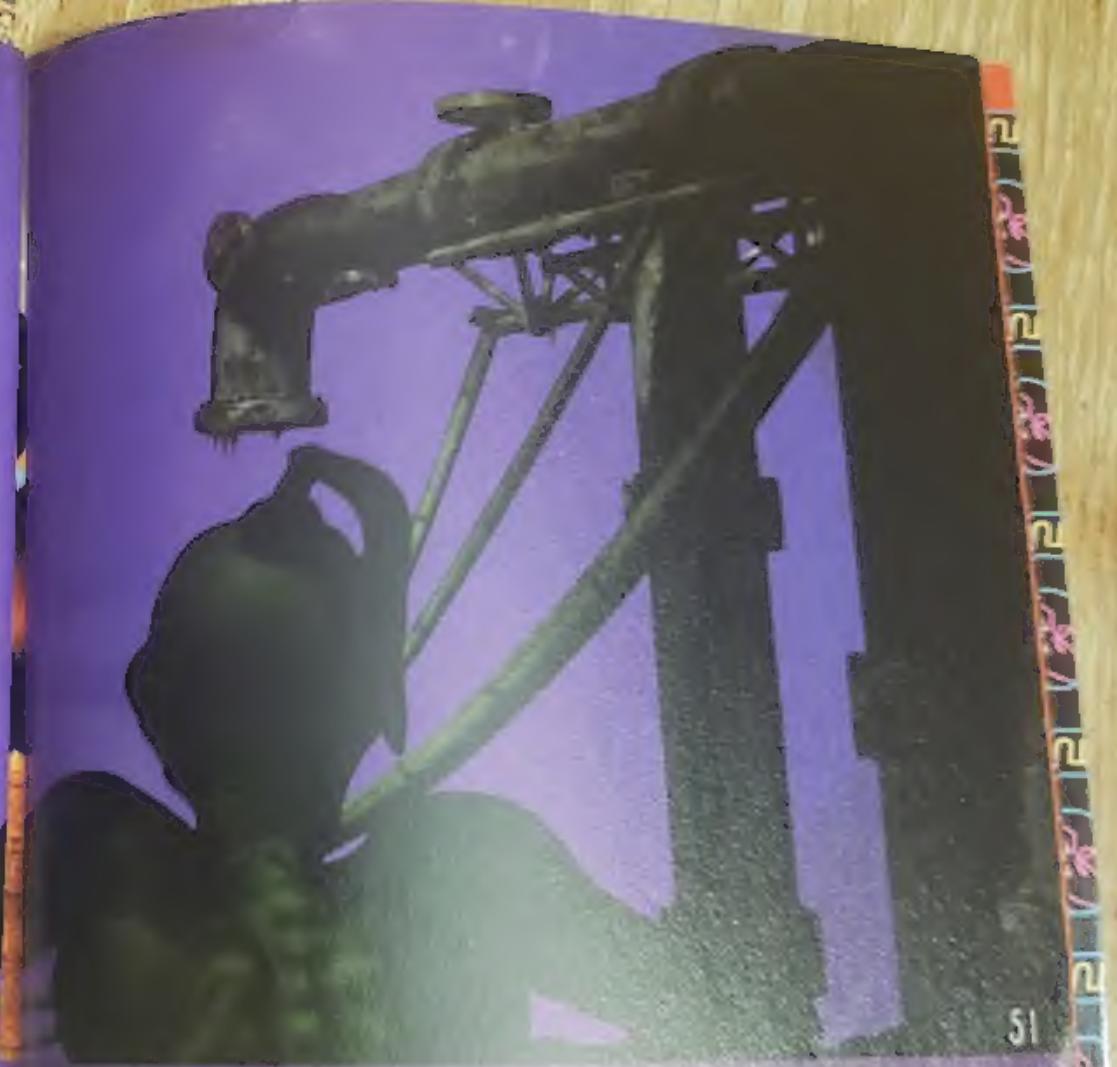
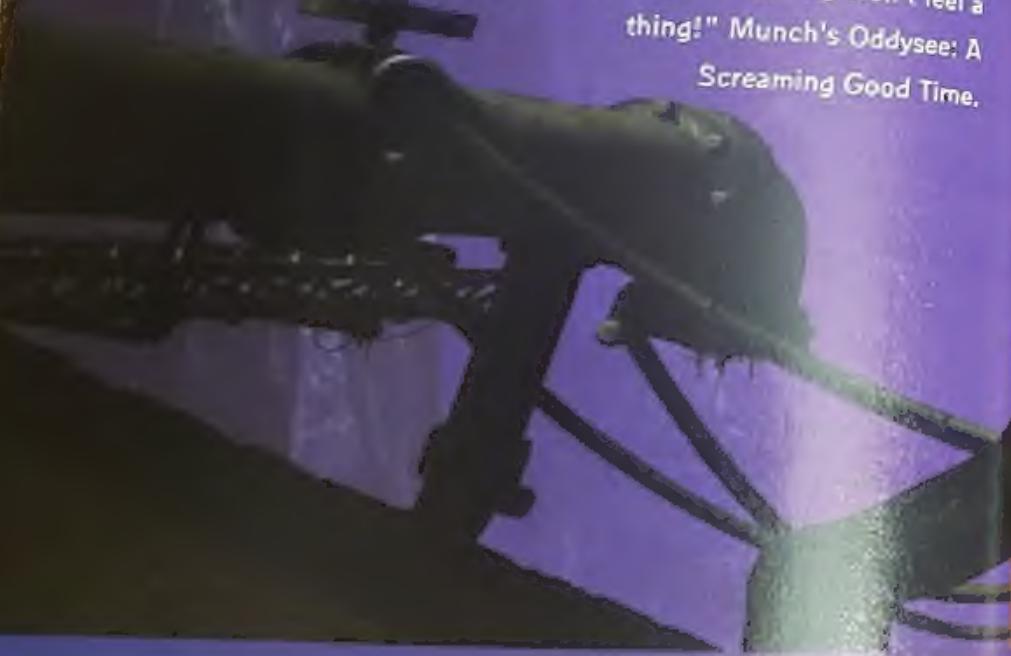
The next Quintology game, Oddworld: Munch's Oddysee, will reveal a whole new way to explore Oddworld, thanks to a mind-blowing new game engine, and a cast of characters guaranteed to give you nightmares.

Or sweet dreams. All depends on what you find cute and cuddly.

Us, we go with the cuddly. Especially if it has tentacles or nasty poison spikes that can penetrate your br —



Munch's Oddysee will peer deep into the strange and bizarre realities of those hanging out at the bottom of the food chain. You'll meet the cute and cuddly inhabitants anxiously waiting their turn to receive drops of acid in their eyes (don't worry, it's all in the name of a safer fabric softener). You'll talk with those who have donated their organs to science (before they were dead). How else can we learn if our new and improved products are truly safe for the most valuable creatures on Oddworld – The Khanzumerz! As they say at Vykkers Labs, "It's OK, really, they won't feel a thing!" *Munch's Oddysee: A Screaming Good Time.*



REMEMBER: Let sleeping Slogs lie! Sneak past sleeping enemies by pressing R2 while you walk.

ODDWORLD INHABITANTS



Executive Producer: Sherry McKenna
 Director/Creator: Lorne Lanning
 Producer: Frank Simon
 Production Designer: Farzad Varahramyan
 Sound Producer: Josh Gabriel
 Sound Design & Composition: Eliot Mellers-Gabriel
 Script: Lorne Lanning
 Chris Ulm
 Lead Game Designer: Paul O'Connor
 Game Design: Chris Ulm
 Dennis Quinn
 Michael Madden
 Jeff Brown

Art Producer: Gerilyn Wilhelm
 Art Director: Robert Brown

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 Sr. Animator: Scott Easley
 Animators: ShawnaLee Anderton
 Sean Miller
 Angela Jones
 Sr. Modelers: Eric Antanovich
 Jane Mullaney
 Modelers: Steve Knott
 Marquise Bent
 John Garrett

Lead Digital Artist: Cathy Johnson
 Digital Artists: Raymond Swanson
 Mark Ahlin
 Thomas Jung
 John Aello Jr.
 Todd Johnson
 Craig Ewert
 David Bright
 Dan Railing
 Mike Wallman
 Heidi Ewert
 Associate Producer: Art Coordinator: Shane Keller

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 Vice President Aslik, Glukkon Exec #2: Thomas Jung
 Brewmaster: Scott Easley
 Glukkon Exec #1: Sean Miller

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 Tools Programming: Kev Ashley
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 Randy Hicks
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 Lead Tester: Mark Simon
 Quality Assurance: Kevin Novoa
 Royce W. Lyman
 Sean Longman
 Todd Arnold
 Jake Jones

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 Amy Stilgoe
 Mike Hallsey
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 Erik Tamm
 Jack Miller
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 Marlene Knott
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 M/F/Traffic Manager: Liz Farn
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Sr. Account Manager - Third Party Relations: Peter Alau
Director of Dev. Support: Kristine Severson
Jay Patton

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A very special thanks to all our families and friends. We could not have done this without their unconditional love and support.

Whew! that's it...

TECHNICAL SUPPORT (U.S. & CANADA)

ASSISTANCE VIA WORLD WIDE WEB

Get up-to-the-minute technical information at the GT Interactive Software web-site at <http://www.gtonline.com>, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest product information. You'll have access to our Hints/Cheat Codes area where you can pick up some tips if they're available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

HELP VIA TELEPHONE/FAX OR MAIL

For phone assistance, call GT Interactive Software's Tech Support at 425-398-3074. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. This automated support which will include information from our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if these type items exist and are made available for this particular product. If you should need live support, we are available Monday through Friday, 7:30 AM until 7:30 PM (PST). Please note that live Tech Support may be closed on major holidays. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below.

PRODUCT RETURN PROCEDURES

If you encounter what may be determined to be a defective product medium issue such as your game freezing at the beginning or during gameplay, no display, etc., you must call our technicians at 425-398-3074. If they determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

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If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GT Interactive Software will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if our warranty period has expired, GT Interactive Software will replace the product storage medium for a nominal fee.

receipt, or if one is not provided, a storage medium for a nominal fee. If your product information contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

TECHNICAL SUPPORT (EUROPE)

HELP VIA TELEPHONE IN EUROPE
English speaking customers call 01923 209145

Technical Assistance Assistance Techniques

Technischer Kunstdienst

Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le 00 44 1923 209148

Beachten Sie bitte dass sich unser technischer Kundendienst in England befindet. Den deutschsprachigen Kundendienst erreichen Sie unter folgender Nummer: 00 44 1923 209151

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